**Functions and Features**

1. **Added Level Design**
2. **Added features Spikes and Lazers**
3. **Coded functions for the Lazers to spin**
4. **Added 2D Collider on platform so player can stand on it**
5. **Created Trigger Boxes in Lava and Spikes**
6. **Added functions of Lazers shooting**
7. **Changed background color to fit the color of background map**
8. **Added gems around the map**
9. **Added/Coded flag at the end of the map after collecting gems**

**UAT Test Cases**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case ID** | **Description** | **Input** | **Expected Result** | **Actual Result** | **Status** | **Remark** |
| **1** | Player moves to the left direction | While the “A” key is push | Player moves to the left | Player moves left and slides | Pass | Nil |
| **2** | Player moves to the right direction | While the “D” key is push | Player moves to the right | Player moves right and slides | Pass | Nil |
| **3** | Player jumps from the ground | While “Space” key is push | Player goes up in air and comes back down | Player jumps | Pass | Nil |
| **4** | When the player dies | When health reaches 0 or below | Player will play the death animations and lose screen will appear after | Yes player dies when health reaches 0 | Pass | Nil |
| **5** | When the player got hit | When player touches spikes/lava/slimes | Player was knockback and loses one health | Player takes knockback | Pass | Nil |
| **6** | When player collect gems | Player in trigger box of gem | Gem deletes | Gem deletes | Pass | Nil |
| **7** | When all gems are collected | If gem in map = 0 | Goal will appear at the end of the level | Gem collected | Pass | Nil |
| **8** | When the player reached to the goal | Player collides with the goal | Win menu will appear | Game Wins | Pass | Nil |

**A screenshot of a computer

Description automatically generated**

**Unity Test Runner**

Graphical user interface, text

Description automatically generated